

Regular expressions

CTMaker, SQLite as well as some functions in Callisto support regular expressions. The following basic regex syntax is available:

Character	Legend
<code>^</code>	Match the beginning of a buffer.
<code>\$</code>	Match the end of a buffer.
<code>()</code>	Group characters or capture them as substring.
<code>\s</code>	Match whitespace.
<code>\S</code>	Match non-whitespace.
<code>\d</code>	Match decimal digit.
<code>\n</code>	Match new line character.
<code>\r</code>	Match line feed character.
<code>\f</code>	Match form feed character.
<code>\v</code>	Match vertical tab character.
<code>\t</code>	Match horizontal tab character.
<code>\b</code>	Match backspace character.
<code>+</code>	Match one or more characters (greedy; match as many as possible).
<code>+?</code>	Match one or more characters (lazy; match as many as needed).
<code>*</code>	Match zero or more characters (greedy; match as many as possible).
<code>*?</code>	Match zero or more characters (lazy; match as many as needed).
<code>?</code>	Match zero or one character (lazy).
<code>x y</code>	Match either x or y (alternation operator).
<code>\meta</code>	Literally match one of the meta characters: <code>^\$().[]*+?\</code> Example: <code>\?</code> matches a question mark.
<code>\xHH</code>	Match a character by its hexadecimal value. Example: <code>\x4a</code> matches the letter J.
<code>[...]</code>	Match any character from a given set. Ranges like <code>a-z</code> are supported.
<code>[^...]</code>	Match any character except the ones from the set.

The following functions evoke a search by regular expressions. They return the matching string, or an empty string if there is no match.

- SQLite: `regexp(pattern, data)`
- CTMaker: `STR_Regex(pattern, data)`